

**WHAT IS CLAIMED IS:**

1. A gaming terminal for conducting a wagering game, comprising:  
an input device for receiving a wager input from a player of the gaming  
5 terminal;  
a display for displaying a game outcome randomly selected from a plurality of  
game outcomes in a basic game including a start bonus game outcome in response to  
receiving the wager input;  
a nonlinear path extending in three dimensions; and  
10 at least one movable element for representing a bonus game outcome, the at  
least one moveable element moving along the nonlinear path in response to the start  
bonus game outcome being selected in the basic game.
2. The gaming terminal of claim 1 wherein the at least one moveable  
15 element is a physical element.
3. The gaming terminal of claim 1 wherein the at least one moveable  
element and the nonlinear path extending in three dimensions are graphically depicted  
on a video display.  
20
4. The gaming terminal of claim 1 wherein the gaming machine has an  
amusement park theme.
5. The gaming terminal of claim 4 wherein the nonlinear path comprises a  
25 rollercoaster track, and the at least one moveable element comprises at least one  
rollercoaster car.
6. The gaming terminal of claim 5 wherein the at least one rollercoaster  
car comprises a plurality of rollercoaster cars.
- 30 7. The gaming terminal of claim 1 wherein the at least one moveable  
element comprises a plurality of moveable elements.

8. The gaming terminal of claim 1 wherein the movement of the at least one moveable element along the nonlinear path represents a payout corresponding to the selected game outcome.

5 9. The gaming terminal of claim 8 wherein the nonlinear path includes a starting point and an ending point, movement of the at least one moveable element along the nonlinear path from the starting point to the ending point represents a payout of a predetermined amount.

10 10. The gaming terminal of claim 9 wherein multiple cycles of the at least one moveable element along the nonlinear path from the starting point to the ending point represents multiple payouts of the predetermined amount.

11. The gaming terminal of claim 9 wherein the starting point is adjacent to the ending point such that the nonlinear path forms a continuous loop.  
15

12. The gaming terminal of claim 12 wherein the selected game outcome includes a payout amount.

20 13. The gaming terminal of claim 12 further including a payout amount indicator for displaying the payout amount.

14. The gaming terminal of claim 13 wherein the payout indicator is adapted to increment from a first value to a second value, the second value corresponding to the payout amount.  
25

15. The gaming terminal of claim 14 wherein the incrementing of the payout indicator commences upon movement of the at least one element from the starting point, the incrementing of the payout indicator terminating upon termination of the movement of the at least one element.  
30

16. The gaming terminal of claim 13 wherein the payout indicator increments for the length of time that the at least one movable element is moving along the nonlinear path.

5           17. The gaming terminal of claim 1 further including a memory for storing the plurality of possible game outcomes and information corresponding to the movement of the at least one movable element along the nonlinear track for each of the plurality of possible game outcomes.

10           18. The gaming terminal of claim 1 further comprising a central processing unit for randomly selected the game outcome from the plurality of game outcomes in the basic game, the central processing unit being integral to the gaming terminal.

15           19. The gaming terminal of claim 1 further comprising a central processing unit for randomly selected the game outcome from the plurality of game outcomes in the basic game, the central processing unit being located outside of the gaming terminal.

20           20. A method of conducting a wagering game on a gaming terminal in a basic game mode and a bonus game mode, the gaming terminal having a nonlinear path along which the at least one element is moveably engaged for representing a game outcome, the method comprising:

receiving a wager from a player of the gaming terminal;

conducting the wagering game pursuant to the basic game mode;

25           selecting a basic game outcome from a plurality of possible basic game outcomes that include a start bonus game outcome;

conducting the wagering game pursuant to the bonus game mode in response to the start bonus game outcome being selected;

30           selecting a bonus game outcome from the plurality of possible bonus game outcomes when conducting the wagering game pursuant to the bonus game mode; and

moving the at least one element along the nonlinear path, the moving being indicative of the selected bonus game outcome.

21. The method of claim 20 wherein the at least one moveable element is a physical element.

22. The method of claim 20 wherein the moveable engagement of the at least one element to the nonlinear path is graphically depicted on a video display, the moving comprises graphically depicting the movement of the at least one moveable element along the nonlinear path for representing the selected bonus game outcome on a video display.

23. The method of claim 20 wherein the movement of the at least one element along the nonlinear path represents a bonus game payout corresponding to the selected bonus game outcome.

24. The method of claim 20 wherein the gaming terminal includes a bonus game payout indicator.

25. The method of claim 24 comprising:  
displaying the selected bonus game outcome with the a bonus game payout indicator; and

incrementing the bonus game payout indicator while moving the at least one element along the nonlinear path.

26. A method of conducting a wagering game on a gaming terminal, the gaming terminal having a nonlinear path along which the at least one element is moveably engaged for representing a game outcome, the method comprising:

receiving a wager from a player of the gaming terminal;  
selecting a game outcome from a plurality of possible game outcomes; and  
moving the at least one moveable element along the nonlinear path for representing the selected game outcome.

27. The method of claim 26 wherein selecting a game outcome further comprises selecting information regarding movement of the at least one moveable element along the nonlinear path.

28. The method of claim 26 wherein the at least one moveable element is a physical element.

29. The method of claim 26 wherein the moveable engagement of the at least one element to the nonlinear path is graphically depicted on a video display, the moving comprises graphically depicting the movement of the at least one moveable element along the nonlinear path for representing the selected game outcome on a video display.

30. The method of claim 26 wherein the gaming terminal has an amusement park theme.

31. The method of claim 26 wherein the at least one of element comprises a plurality of elements, and the moving further comprises moving the plurality of elements along the nonlinear path for representing the selected game outcome.

32. The method of claim 26 wherein the movement of the at least one element along the nonlinear path represents a payout corresponding to the selected game outcome.

33. The method of claim 32 wherein the nonlinear path includes a starting point and an ending point, moving the at least one element along the nonlinear path from the starting point to the ending point represents a payout of a predetermined amount.

34. The method of claim 33 wherein moving the at least one element along the nonlinear path from the starting point to the ending point comprises a cycle, each cycle of the at least one element representing a predetermined amount.

35. The method of claim 26 wherein selecting a game outcome comprises selecting a game payout amount.

36. The method of claim 26 wherein the gaming terminal includes a payout indicator, the method further comprising displaying the selected game outcome with the game payout indicator.

5 37. The method of claim 36 further comprising incrementing the game payout indicator while moving the at least one element along the nonlinear path.

38. The method of claim 26 wherein the a nonlinear path extends in three dimensions.